

Team Game

Keuzedomein User Experience

Lars Tijssma, Anton Visser,
Bert Schoonderbeek, Paul Bergervoet

Kick Further, 11 juni 2018

Team

Lars Tijisma (HAN)

Anton Visser (Het Streek, Ede)

Bert Schoonderbeek (, Zwolle)

Paul Bergervoet (UU)

Wat willen we?

Games in 3D (Unity)

Game Design

Niet:

3D-modelling

Werken met Unity

Unity is natuurlijk te groot...

Inperken door basisgame aanleveren

Leren zoeken in documentatie

Experiment

We zoeken scholen die mee willen doen aan een experiment:

Eén blokuur 'starten met Unity', Rolling Ball tutorial

We willen onderzoeken hoe snel dit gaat, waar de moeilijkheden liggen

Game Design

Aan dit onderdeel moeten we nog beginnen...

Inperken tot mini-casussen die een punt maken

Ook: paper prototyping

Wat zijn games?

Games

Er zijn allerlei definities, een complete
(*Raph Koster*):

A game is a system in which players engage in an abstract challenge, defined by rules, interactivity and feedback, that results in a quantifiable outcome often eliciting an emotional reaction.

Elementen van games

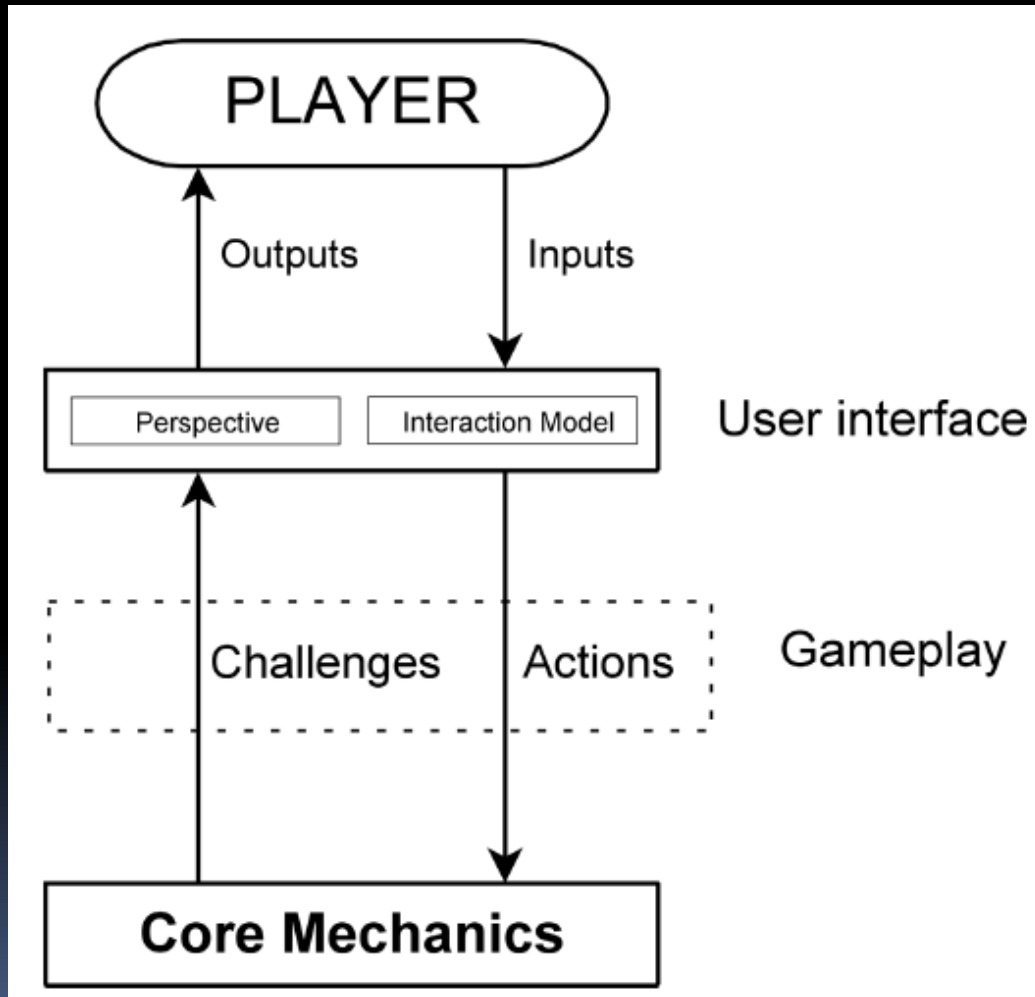
- System (*magic circle*)
- Players
- Abstract (*niet in de echte wereld!*)
- Challenges
- Rules
- Interactivity
- Feedback
- Quantifiable outcome (*winning/losing state*)
- Emotional reaction (*fun...*)
- Goal

Elementen van games

Andere benadering: wat maakt games boeiend?

- Story
- Art
- Gameplay: speleracties en feedback (mechanics)
- Gameplay: challenges en progressie
- Gameplay: balancing
- Gameplay: keuze

Key components of a game



Game design

onderwerpen - exemplarisch

Mechanics

Mechanics are how rules and player actions interact

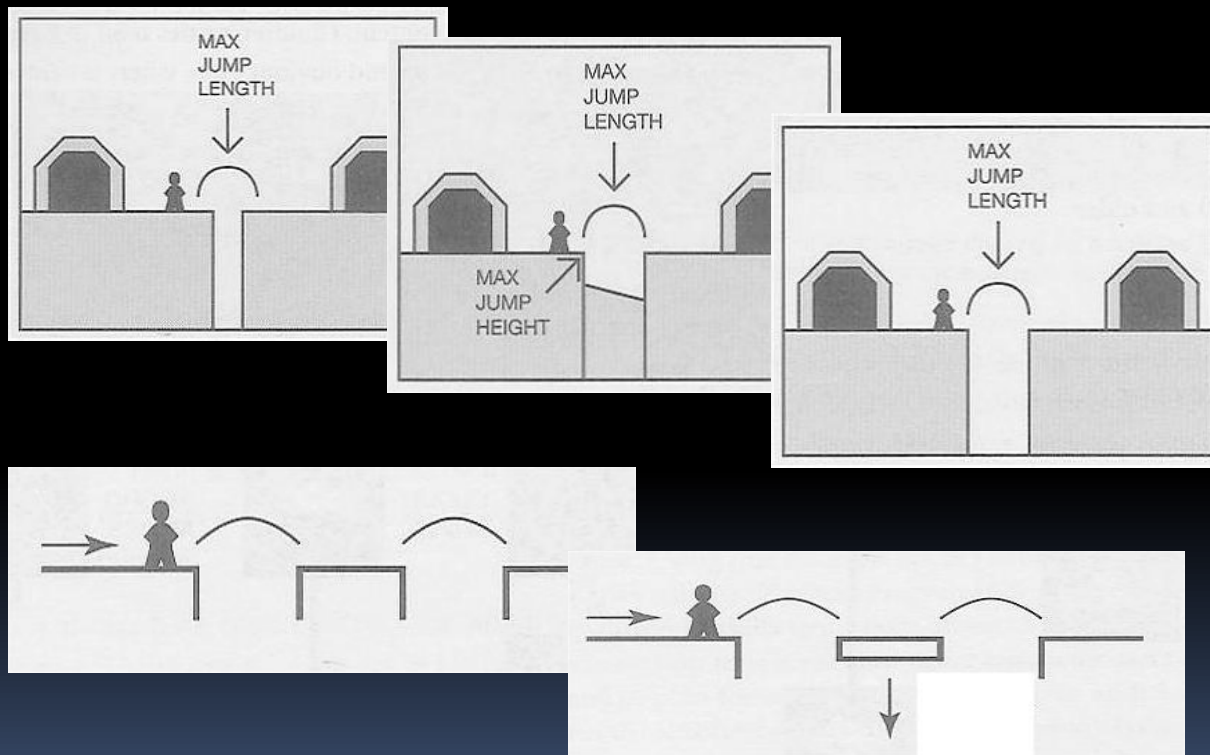
“World of Goo”



- *Action: Drag/Drop objects with mouse (gooballs)*
- *Rules: Objects connect by lines governed by complex physics Rules*
- *Mechanics: Build structures*

Moeilijkheid uitdagingen

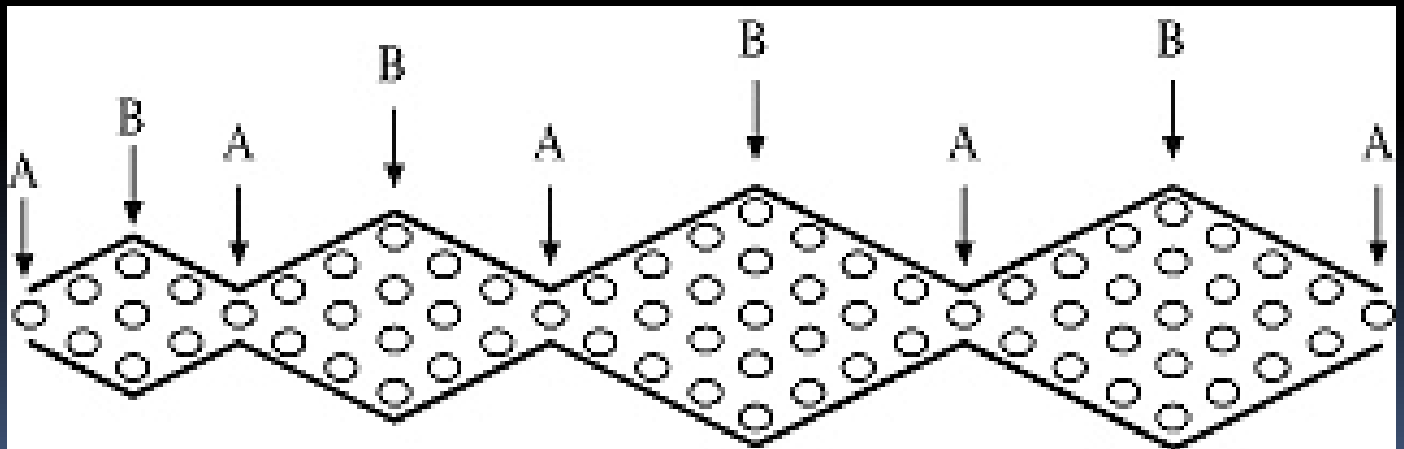
Progressie in challenges: leren!



Keuze: convexity's

... leads to a progression in a game where

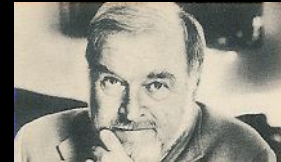
- new skills are introduced and practiced and the gameplay is not too hard (B)
- are followed by really hard challenges where you have to use all your skills(A)



Flow & Flow channel

Flowtheorie - Mihaly Csikszentmihalyi

*"Flow is a state of exhilaration,
deep sense of enjoyment"*



From psychology:

Flow is the mental state of operation in which a person in an activity is fully immersed in a feeling of energized focus, full involvement and success.

Flow channel

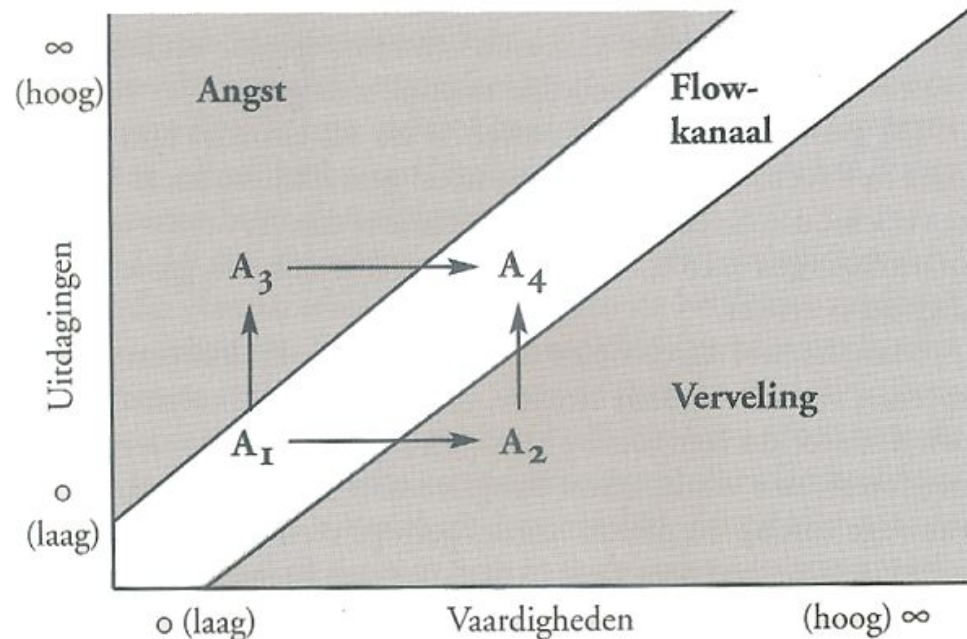
This results in the flowchannel

As skills increase, so does difficulty.

A₂: too easy

A₃: too difficult

Grafiek: waarom de complexiteit van het bewustzijn toeneemt door flow ervaringen



Opbouw in SuperMario

Level 1.1



first question block

first enemy, platform

first jump, higher, higher

Opbouw in SuperMario

Level 1.1 (ctd.)



2 enemies

pipe with entry

first hidden mushroom

first long jump, longer

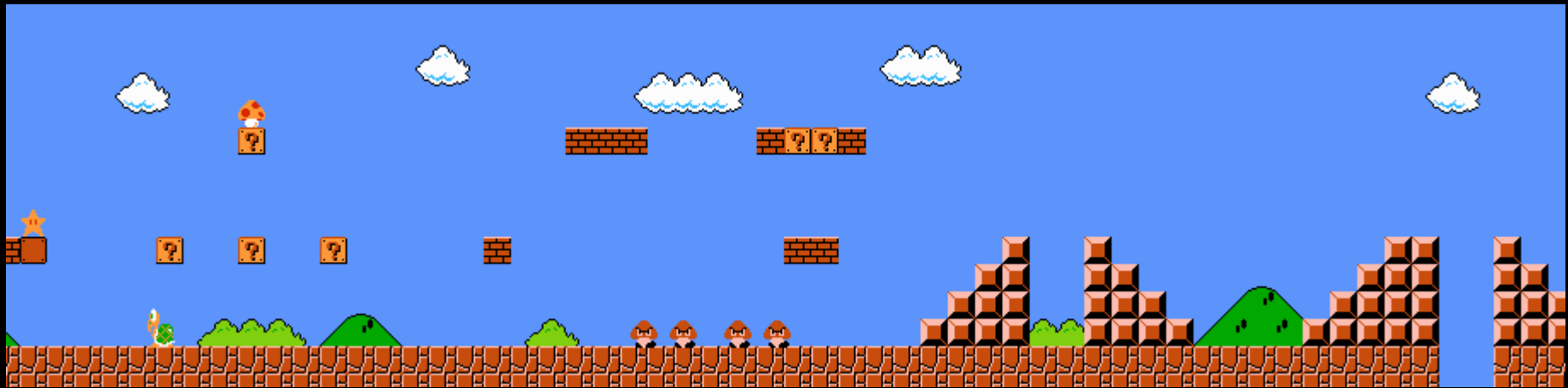
two layers of platforms

coins

first invincibility star

Opbouw in SuperMario

Level 1.1 (ctd..)



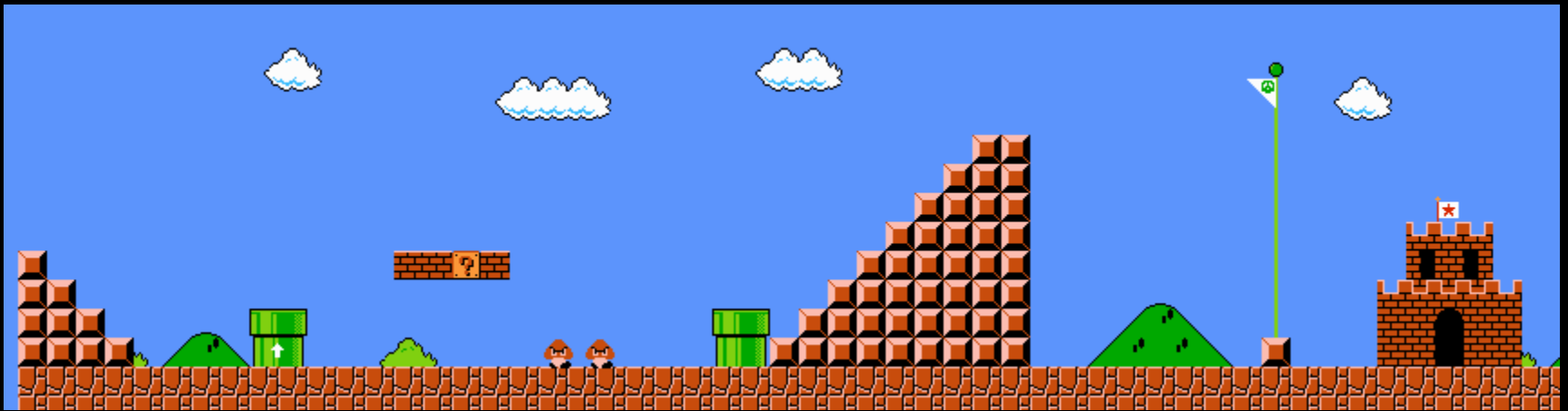
first turtle
double jump

four enemies

jump ravine, ... without way out

Opbouw in SuperMario

Level 1.1 (ctd...)



pipe exit

long climb

exit flag, fireworks

all levels, see: <http://ian-albert.com/misc/smb.php>

Balancing: 1945



Game states

Game (object) beschrijven in toestanden

